

# INSTRUCTIONS

These instructions should be read by the GM. The players should also make themselves familiar with them, whether they read them themselves or are instructed by the GM.

## SCENARIO BACKGROUND

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The city's magical underground had some trouble some years back with an evil cult called the Cult of Gavrian. The whole thing ended in a magical battle where many good wizards sacrificed their lives, but the cult was beaten and destroyed forever. Now the wizards are led by Quanthalas the Mighty, who in his kindness has taken it upon him to mentor Hans, the orphaned son of two of the wizard heroes. Everyone looks up to Quanthalas, and trusts his judgement in all matters.

Too bad for young Hans, then, that he's just found out that Quanthalas the Mighty is a member of the Cult of Gavrian, and is planning to usurp world power with brutal force! To make things worse, Hans finds himself backtied in an unknown basement with only four imps to help him. And he can't quite control his imps, either.

It should be mentioned that one of the seven magical seals that keep the demons out of our world is rumored to be in this very city. This seal must be protected at all costs!

## SETTING

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The scenario takes place in a world much like our own, with the exception that demons, wizards and other magical creatures actually exist.

## Demons

...come in many shapes and forms, from the lowest imp to the mightiest demon lord. The one thing they have in common is that they love chaos and devilry.

So why don't they just do whatever they like? That's because all demons share the same disadvantage: They can't stay in our world unless summoned by someone – most often a wizard. Furthermore they have to obey whoever summoned them (within certain limits), and are bound by old agreements not to do anything on their own initiative in our world. Naturally they're not very happy about this, and will use every opportunity to get out of these deals.

You might also wonder why all the normal mortals don't panic thinking of demons walking the city streets. The simple explanation is that demons are invisible to us. Only those with magical ability can see them; others can, however, see the effects of what they do.

## WIZARDS

...aren't the classic fireball-wielding type. In fact, they have very little magical power except the ability to see, summon and to a certain extent control demons. How many demons, what type they are, and how well they are controlled all say something about how mighty a wizard is.

If you only control imps, for example, that's not much to brag about – they're the lowest of the low and have very few (and weak) powers. If you control a demon lord, on the other hand, you're the mightiest of the mighty, but only two wizards have been known to do this through the ages.

It is said that if you're really powerful you can make a deal with a demon, so it will voluntarily submit to you in return for additional powers, but these are only rumors – and such a thing would be illegal anyway.

## CONTROLLING A DEMON

So how do wizards control these demons? The easiest demons to control are imps, and most wizards can do that with no problems, but let's see what happens when you don't have 100% control of your imps yet.

First of all, there are two ways to issue a command to an imp. One is to address the imp by its use name; the other is to use its true name. This will affect whether they follow the command, how they do so, and their Obedience Scale.

*Use name:* The imp has to do what it's told, but can choose to misinterpret the command – so it's very important for the wizard to be precise. If the imp chooses misinterpretation, the wizard will gain more control over it – it goes up one notch on the Obedience Scale.

*True name:* Here the imp has to do *exactly* what the wizard commands, with best intentions. Why not use the true name at all times? Because it means the wizard loses some control over the imp – it goes down one notch on the Obedience Scale.

## THE OBEDIENCE SCALE

Chaos	Oops	Disobedient	Normal	Obedient	Controlled	Straitjacket

*Chaos:* All control is gone! The imp can do whatever it wants, even on its own initiative. But as soon as it performs any mischief, it goes up one notch on the Obedience Scale.

*Oops:* The imp can interpret commands in the worst possible way.

*Disobedient:* The wizard starts losing control. The imp can misinterpret its commands some.

*Normal:* This is the starting position. Imps will tend to follow orders.

*Obedient:* Pretty good control. The imp can misinterpret commands, but not badly.

*Controlled:* Any misinterpretations will be over very little things.

*Straitjacket*: Full control. The imp must obey the command to its full extent, with the best intentions, even if called by its use name. However, it will go down one notch on the scale afterwards.

## **OTHER RULES**

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There are no rules for combat and suchlike. If a situation arises where such rules are needed, the GM decides how well an action succeeds.

# THE SCENARIO

## GENERAL INFORMATION FOR THE GM

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*Make sure to familiarize yourself with the information on all the players' sheets before the game!* Hans, the wizard's apprentice, doesn't really know what the imps can or can't do. The information on the imps' character sheets is correct.

The scenario is divided into scenes, but some of these will probably be skipped. I've mostly only described those events that are part of the main plot. I've tried to add some other possible events as well, but since it's impossible to predict what kind of mess the imps end up making (such as for example burning down the Grand Café), be prepared to improvise. If you want, you can put in minor challenges – for example, let the «hero» Hans get hungry along the way. He starts out with only his imps and his clothes, after all.

The Amulet of Perdian, which the characters will find at some point, has no effect if worn by a human. For a demon, however, it gives some extra abilities...

1. It gets three times the strength of a normal human
2. It can double its size at will
3. It can't be damaged
4. It's harder to control, and will never end up on Controlled or higher on the Obedience Scale

The locations in this scenario are described in a generic fashion – use your imagination and local color to flesh out the descriptions. (In the Norwegian version, locations from Oslo are used; it's a good idea to use locations from your own city or town). The characters can get hold of equipment in the city if they manage to steal it, con the owners, or find money to pay for it.

## THE SCENES

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### IMPRISONED IN THE HOUSE

The scenario starts with Hans backtied and gagged, lying in the corner of a basement. The only way he can command the imps is by making gestures until they remove his gag.

There's not much to look at – just dust and mould on the walls. On one wall there's a light switch that controls the one tiny bulb hanging from the roof. Other than that there's only a long staircase that presumably ends in a door. If someone investigates, they'll find the door is locked, but through the keyhole they can see a little table with a key on it. The key fits the door.

The house is that of Zakander the Sly, Quanthalas' co-conspirator. The house is situated in the wealthy part of town; there's nobody home, and the house doesn't hold much of interest. On the fridge door is a little yellow post-it note that says «Grand Café, Friday, one o'clock». Today is Friday – and now it's twelve o'clock!

Once the characters go outside they'll hear a *poof!*, and a small imp will appear. It looks most of all like a little, green ball of hair. It tells the characters they can't leave the house, and that it will use force to stop them if necessary. However, the only things it can actually do is make somebody's nose grow long (the effect lasts for one minute), and scream loudly so its master can hear it. So if the characters leave they'll hear the imp screaming a warning to Zakander.

## TO THE CAFE

The only sensible way to get to the Grand Café in one hour when you're 14 years old and have no transport is by tube. (Feel free to drop a hint to our little hero if his player can't figure that out). When our hero arrives at the station he'll understand that he has no ticket, nor any money to buy one. If he chooses to sneak in, or get a ticket by some means, is up to the player. However, there will be a ticket control along the way, and if Hans doesn't have a ticket, he'll probably be thrown off – and not make it to the café on time.

## GRAND CAFE

This is actually more of a restaurant than a café, and there are hotel rooms on the floors above it. What the characters see here depends on whether they make it here on time.

If they don't there's not much to look at, but Hans will notice a magazine in the stand next door. It's called «National Treasures», and the front story is about some old jewelry from Prague that's currently on exhibition at the Museum of Arts. There's also a picture of an amulet. One of the imps, Snoble, will recognize this as the Amulet of Perdian.

If they get there on time, Hans will see someone he recognizes in the restaurant: Wilbert Snusle, a sleazy werewolf known to everyone in the magical underground. He's a criminal, willing to do anything for money, but his specialty is theft on demand – stealing things for other people.

Wilbert is on the phone when the characters come in. He's looking nervously around the café. When he sees Hans he gets up quickly, accidentally spilling his coffee on some papers on the table. He grabs the papers and heads for the stairs leading up to the hotel rooms.

If the characters manage to catch him, he'll tell them nothing, even under threats (werewolves are immune to illusions). If they get hold of his cell phone, they'll see that the last person to call Wilbert was Zakander. The papers appear to have something to do with the alarm system at the Museum of Arts, but the coffee stains make it impossible to find out more.

Wilbert leaves a magazine at his table – it's the current issue of «National Treasures», as described above.

## THE MUSEUM OF ARTS

### Daytime

There's no admission cost, and the museum is open until five o'clock.

On the first floor there's an exhibition of national treasures from Prague. In one of the main display cases the Amulet of Perdian is lying on a small blue velvet pillow. There are ropes around the display case, and guards stand ready to stop visitors from getting too close. The case is of bullet-proof glass, and if it is touched, an alarm will go off.

There's a little plaque on the display case with the following text:

*The Amulet of Perdian, ca. 1300-1400, is rumored to have belonged to Perdian the Cruel, accused of witchcraft. He died when his subjects rebelled against his brutality and burned him at the stake. According to legend, the flames burned so fiercely that all that remained after the fire was the amulet, which lay unharmed in the ashes.*

### Nighttime

All the lights are off, and there isn't much to see from outside. There's a window about 2 meters above the street, but trying to climb in will trigger the alarm, and police will arrive in 15 minutes. The nightwatchman is sleeping – he's been drugged by Wilbert.

If the characters get up on the roof, they'll find an open hatch with a rope hanging down. If they climb down, the alarm won't go off, since Wilbert has disconnected it.

They'll get to the display case just in time to see Wilbert looking triumphantly at the amulet in his hand. When he notices the characters he'll run quickly down the stairs, setting off the alarm. He'll throw himself out the window, jump into a car and drive away.

It is, of course, possible for the characters to stop him and take the amulet. If they don't, Wilbert will hand it over to Quanthalas.

## QUANTHALAS HOUSE

If the characters decide to go here, they'll only find burnt-down ruins. The neighbors will be able to tell them that the owner unfortunately died in the fire. They will be glad that Hans has survived, though, and will want to help him as much as they can.

Mrs. Jones, an elderly lady from the house next door, can tell them that a suspicious-looking man (who matches Zakander's description) was skulking around the area just before the fire. He lost a letter, but when she called after him he ran away. Mrs. Jones will hand over the letter with a little persuasion. It says:

*Dear Zakander,*

*Please take care of these little details before the grand plan commences. Get Wilbert to fetch the amulet for us – and make sure he does so before Saturday night; we must have it for the Grand Ritual! The old lake could be a fitting location, don't you think?*

*Yours,*

*Quanthalas*

*Oh, and: If Hans turns out to be a problem, just take care of him, would you? And make sure to get rid of any evidence in the house!*

## THE POLICE STATION

If Hans gets arrested at any point, he will be brought here. The police will call Quanthalas, but there will be no answer. A little research shows that Quanthalas' house has burnt down, and the police will offer Hans a bed at the station until they find another solution. They can't just let him go, and will try to stop him if he attempts to escape.

## SATURDAY BEFORE DAWN

After the burglary at the Museum of Arts a little messenger imp will come to Hans, and talk to him in a spiteful voice, reminiscent of that of Quanthalas. What it says depends on whether the characters have the amulet.

### If they have the amulet

*«So you think you can stop me, you little worm! You're not even worth the clothes you're wearing! Know that I, Quanthalas the Mighty, won't let anything stop me. I don't need the amulet for the ritual! Just give up right now! If I see you again, you'll face a fate worse than death!»*

The imp stops for a second and adds in a more normal voice:

*«So it's the old lake at midnight, then, Zakander! I hope you're ready for your part of the ritual... hahaha!»*

And finally, in a louder voice:

*«What? Are you still there, imp? Run off and deliver the message! Every word of it!»*

After this, the imp disappears with a *poof*.

### If they don't have the amulet

*«You're probably crying now, you useless fool. If you stay out of my sight until I've taken over the world I'll show you mercy and let you become my slave. Think about the offer – it won't last long!»*

The imp stops for a second and adds in a more normal voice:

*«So it's the old lake at midnight, then, Zakander! I hope you're ready for your part of the ritual... hahaha!»*

And finally, in a louder voice:

*«What? Are you still there, imp? Run off and deliver the message! Every word of it!»*

After this, the imp disappears with a *poof*.

## SATURDAY

There's not much exciting happening today, other than some news in the paper.

- The Amulet of Perdian has been stolen from the museum (or, if the characters stopped the burglary, *attempted* stolen).
- There's also a little notice about a house burning down in the wealthy part of town (Quanthalas' house).
- Finally, there's an ad for Clara, a medium who can help with any and all problems. The characters will need a phone to call her. If they do, she'll say that there's a dark cloud hanging over Hans's life, and she can help him if he is of pure heart and wants only what's good. She can also see a vision of him getting off the tube at the old lake, and disappearing into a great darkness.
- If Hans has been arrested and escaped, there may be something about that in the paper as well.

During the day the characters will pass a woman whose purse is snatched by a thief. If they help her, she will thank Hans and give him 20 dollars as a reward.

## THE OLD LAKE AT MIDNIGHT

The lake area is large, and Hans won't be able to find the two wizards until just after midnight. What he sees is the following:

There's a circle of torches that have been stuck in the ground, and in the middle is a pentagram of red sand. In the middle of the circle is Zakander, bound and gagged. Quanthalas is outside the circle chanting. Hans doesn't know enough wizardry to understand what's being said, but before he can do much a demon lord appears in the circle. It's two meters tall, and has the body of a spider with a human torso. It's black with four glowing, red eyes, distorted features and huge fangs. The imp Snoble will recognize the demon as Frashkt.

Hans can act at any time, and what happens next depends very much on his actions. Quanthalas doesn't have any of his demons present, but might make do with Tyrannus.

Frashkt lets out a demonic scream that pierces the air and makes the temperature drop at least 10 degrees. «What do you want, you maggot? How dare you disturb me – and with such a pitiful sacrifice?» He kicks Zarkander, who's pale and deathly afraid.

Quanthalas answers: «I want you to serve me of your own free will!» Frashkt just laughs.

**If Quanthalas has the amulet**, he'll hold it out and Frashkt soon stops laughing. They'll start negotiating a deal. If Hans doesn't interrupt the proceedings, the world will be lost. With Frashkt on his side, Quanthalas will kill all the wizards of the city, starting with Zakander. Thereafter he will rule the world, and Hans will be his slave forever.

**If Hans has the amulet**, however, things get much more dramatic.

Quanthalas says: «Serve me, and you shall have the Amulet of Perdian. My apprentice has kindly brought it for me». He points at Hans, and Frashkt turns to stare at him. Then Frashkt shouts: «Snoble, break the circle for me!» Unless Snoble's Obedience Scale is at Controlled or Straitjacket, he'll run over and break the pentagram by kicking away some sand.

Quanthalas will scream out in despair and say: «What have you done, you useless beast!» Farshkt, on the other hand, will laugh roaringly and take the amulet. With an evil smile he says: «Since I'm here, I might as well have some fun». With one claw, he cuts Quanthalas in two – which doesn't kill him instantly. Frashkt expands his wings and flies towards the city.

Quanthalas turns towards Hans and gives him a sacrificial dagger. With his last breath he gasps: «Here! The only thing that can stop him now is a human sacrifice! Zakander is lying there – DO IT NOW!» After this, he dies.

It's all up to Hans now.

- If he does nothing, Frashkt will destroy the city, and along the way destroy the seal that keeps the demons out of our world. They will crawl in and do as they please.
- If he does as Quanthalas says, Frashkt will land in the circle and laugh: «You think you can stop me now I have the amulet? Well, you certainly have the potential for chaos! This must be rewarded.» He murmurs some words in an evil-sounding language. Hans feels a strong, sharp pain, and everything goes black. When he wakes up again, it's in the shape of an imp.
- If he releases Zakander, Zakander will say: «We must hurry! The other wizards must be warned! We must defend the seal!» If Hans lets him help, Zakander will get one of his demons to teleport them to the seal – hidden underground, in catacombs below the city. There Zakander, with Hans' help, will perform a ritual to send Frashkt back where he belongs.  
The ritual requires an imp to voluntarily touch the seal and say «Frashkt, return whence you came!» Zakander has no imps, so it must be one of the player characters. If this doesn't happen, Frashkt will soon arrive to crush the seal – and the world as we know it ends. If it does, however, a piercing demonic scream will be heard, followed by a deathly quiet. Frashkt is gone – but the amulet remains, somewhere out there.